1. (Thrice Amended) A method of playing a gaming machine, comprising:

receiving a wager to initiate play of a game on the gaming machine;

randomly selecting an outcome for the game from a plurality of possible outcomes;

awarding a monetary payout from the gaming machine for a winning outcome;

dispensing a tangible sweepstakes entry from the gaming machine in response to predetermined criteria;

submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and

conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.

2. (Once Amended) The method of claim 1, wherein the predetermined criteria includes the selected outcome being a predetermined one or more of the plurality of possible outcomes.

3. The method of claim 2, wherein the predetermined one or more of the plurality of possible outcomes are associated with a payout exceeding a predetermined threshold.

4. (Once Amended) The method of claim 1, wherein the predetermined criteria includes the selected outcome being associated with a payout exceeding a predetermined threshold.

5. The method of claim 1, wherein the step of dispensing a sweepstakes entry occurs in response to a predetermined outcome selected in the game.

7. (Amended) The method of claim 1, wherein the entry is pre-printed with identifying indicia.

14. (Twice Amended) A method of playing a gaming machine, comprising:

receiving a wager to initiate play of a game on the gaming machine;

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randomly selecting an outcome for the game from a plurality of possible outcomes;

representing the selected game outcome on a visual display;

awarding a monetary payout from the gaming machine for a winning outcome;

dispensing a tangible sweepstakes entry from the gaming machine in response to predetermined criteria;

submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and

conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.

15.   The method of claim 14, wherein the predetermined criteria includes the selected game outcome being a predetermined one or more of the plurality of possible outcomes.

16.   The method of claim 15, wherein the predetermined one or more of the plurality of possible outcomes are associated with a payout exceeding a predetermined threshold.

18.   (Thrice Amended) A gaming machine, comprising:

a credit receiving mechanism for receiving a wager to initiate play of a game on the gaming machine;

a central processing unit for randomly selecting an outcome for the game from a plurality of possible outcomes;

means for awarding a monetary payout from the gaming machine for a winning outcome;

a dispenser for dispensing a tangible sweepstakes entry in response to predetermined criteria; and

means for submitting the sweepstakes entry to enter a sweepstakes without involving the gaming machine, the sweepstakes being conducted after the sweepstakes entry is dispensed from the gaming machine.

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19.   (Once Amended) The gaming machine of claim 18, wherein the predetermined criteria includes the selected outcome being a predetermined one or more of the plurality of possible outcomes.

20.   The gaming machine of claim 19, wherein the predetermined one or more of the plurality of possible outcomes are associated with a payout exceeding a predetermined threshold.

21.   (Once Amended) The gaming machine of claim 18, wherein the predetermined criteria includes the selected outcome being associated with a payout exceeding a predetermined threshold.

22.   The gaming machine of claim 18, wherein the dispenser dispenses the sweepstakes entry in response to a predetermined outcome selected by the conducting means.

24.   (Amended) The method of claim 18, wherein the entry is pre-printed with identifying indicia.

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